

CITY OF MAPLE VALLEY, WASHINGTON

RESOLUTION NO. R-15-1022

A RESOLUTION OF THE CITY OF MAPLE VALLEY, WASHINGTON, ACCEPTING THE BID SUBMITTED BY WELWEST CONSTRUCTION, INC. FOR THE LAKE WILDERNESS PARK PARKING LOT IMPROVEMENTS PROJECT P-06B AND AUTHORIZING THE CITY MANAGER TO EXECUTE A PUBLIC WORKS CONSTRUCTION CONTRACT WITH WELWEST CONSTRUCTION, INC., FOR CONSTRUCTION SERVICES FOR THE LAKE WILDERNESS PARK PARKING LOT PROJECT P-06B

WHEREAS, the City Council of the City of Maple Valley desires to construct improvements associated with paving the existing gravel parking lot at Lake Wilderness Park, Project P-06b; and

WHEREAS, the City solicited Invitations to Bid from individual construction firms qualified to construct the project; and

WHEREAS, the City received multiple proposals and found Welwest Construction, Inc., a responsible bidder, to be the lowest responsive bidder; and

WHEREAS, the City has reviewed the bid documents and found them to be substantially complete;

NOW, THEREFORE, THE CITY COUNCIL OF THE CITY OF MAPLE VALLEY, WASHINGTON, DO RESOLVE AS FOLLOWS:

Section 1. Acceptance. The City Council accepts the bid submitted by Welwest Construction, Inc., a responsible bidder, as their bid was the lowest responsive bid for the Lake Wilderness Park Parking Lot Improvements project, P-06b, and intends to enter into a contract with said bidder.

Section 2. Authorization. The City Manager is hereby authorized to execute a Public Works Contract with Welwest Construction, Inc., to perform the Construction Services for the Lake Wilderness Park Parking Lot Improvements Project P-06b in the total bid amount of \$257,531.87 and hereby authorizes a 10% contingency of \$25,753.19. A copy of the Public Works Contract has been filed with the City Clerk and identified with Clerk's Receiving No. _____.

PASSED BY THE CITY COUNCIL AT A REGULAR MEETING THEREOF ON THE 9TH DAY OF FEBRUARY, 2015.

William T Allison, Mayor

ATTEST:

Shaunna Lee-Rice, City Clerk

Approved as to form:

Patricia Taraday, City Attorney